

**AMENDMENTS TO THE SPECIFICATION:**

Please amend the paragraph beginning at page 6, line 10, as follows:

Figure 7 shows an example of a set of rectangles with 2 timers applied, in accordance with the scalable vector graphics interactivity extension system.

Figure 8 shows an example of a rectangle with mouse coordinates displayed relative to both the document and the rectangle, in accordance with the scalable vector graphics interactivity extension system.

Figure 9 shows an example of two ellipses transformed to another coordinate space, in accordance with the scalable vector graphics interactivity extension system.

Figure 10 shows an example of two ellipses transformed to another coordinate space, in accordance with the scalable vector graphics interactivity extension system.

Figure 11 shows an example of a push button with an associated 'alert' behavior, in accordance with the scalable vector graphics interactivity extension system.

Figures 12A and 12B show an example of circle and text elements in different focus groups, each setting the other, in accordance with the scalable vector graphics interactivity extension system.

Figures 13A and 13B show an example of a push button and a circle, both with indirectly associated behaviors, in accordance with the scalable vector graphics interactivity extension system.

Figures 14A and 14B show an example of a variable set to be the sum of the width of two rectangles, in accordance with the scalable vector graphics interactivity extension system.

Figure 15 shows an example of a listBox and a comboBox, both sharing the same 'item' elements as their children, in accordance with the scalable vector graphics interactivity extension system.

Figures 16A and 16B show an example of a circle and button that are draggable, as well as a circle and button that are not draggable, in accordance with the scalable vector graphics interactivity extension system.

Figures 17A and 17B show an example of circle and text elements in different focus groups, each setting the other, in accordance with the scalable vector graphics interactivity extension system.

Figures 18A and 18B show an example of two circles, one of which is immune to zooming and panning, in accordance with the scalable vector graphics interactivity extension system.

Figure 19 shows an example of a method of extending the interactivity of a presentaion markup language at load time, in accordance with the SVG interactivity extension system, in accordance with the scalable vector graphics interactivity extension system.

Figure 20 shows an example of a method of extending the interactivity of presentation markup languages, in accordance with the SVG interactivity extension system, in accordance with the scalable vector graphics interactivity extension system.

Figure 21 shows another example of a method of extending the interactivity of presentation markup languages, in accordance with the SVG interactivity extension system, in accordance with the scalable vector graphics interactivity extension system.

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Please amend the paragraph beginning at page 22, line 23 as follows:

Figure 7 shows ~~shows~~ a set of rectangles with 2 timers applied--one that starts at the first rectangle, setting each consecutive rectangle green and another starting at the last rectangle, setting each previous rectangle blue. The example is provided below:

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